

VCS Boxfill Graphics Methods Attributes

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Goal: To introduce you to VCS Boxfill graphics methods (GM) and setting its attributes.

Reselect the "clt" Variable in the "Variable" selection window. This will reinitialize the "Dimension Manipulation Panel". Select the orange "Plot" button to display the "clt" data set. Make sure the graphics method selected is "Boxfill".

A graphics method defines how the array data will be graphically represented on the VCS Canvas.

To modify graphics method attributes, depress the "Option" menu to the right of "VCS Canvas 1". Then move the pointer over the "Set Graphics Methods Attributes..." item and select.

The "Graphics Method Attribute Settings" window will appear. See figure 20. The "Boxfill" graphics method tab is selected by default.

To view and change the graphics method attribute, select the appropriate graphics method tab at the top of the GUI (e.g., "Boxfill", "Continents", "Contour", etc.). If "Boxfill" is not selected, then select the "Boxfill" tab.

Log10 Boxfill:

There are three Boxfill types. Change the "Boxfill type" to "log10", then change "Color 1" value to 55 and "Color 2" value to 200. Select the "Preview" button at the bottom of the page. See figure 21. Note, the color index values ranges from 0 to 255. Color index values 240 through 255 are immutable color indexes. For more information on color indexes and the color map, please see the color map section.

Custom Boxfill:

Select "custom" for the "Boxfill type". (You may need to scroll the GUI scroll bar located at the bottom to the right in order to see the "custom" toggle button.) From the original boxfill plot, we know that the data ranges from 0 to 100. Scroll the GUI down until you see the "Custom Settings" section. In the "Ranges" section, enter: 10, 20, 35.4, 50, 60, 90. In the "Colors" section enter: 242, 243, 244, 245, 248. Now select the "Preview" button. See figure 22.

In the "General Settings" section, enter the "Missing" color index value 240. The color index 240 is white. Scroll the window down to the "Custom Settings". For the "Minimum Value" section enter: 20. For the "Maximum Value" section enter: 80. For the "Number of Intervals" section enter: 10. Now select the "Generate Ranges" button and the "Ranges" and "Colors" values will be automatically generated for you. Select the "Preview" button below to view the changes. See figure 23.

Linear Boxfill:

Select the "Reset" button at the bottom of the GUI. This action will redisplay the plot with its original default settings. In the "General Settings" section, for the "Legend Labels" enter: (20:'twenty', 40:'forty', 60:'sixty', 80:'eighty'). In the "Linear and Log Settings" section enter 20 for "Level 1", 80 for "Level 2", 100 for "Color 1", and 200 for "Color 2". Now select the "Preview" button. See figure 24.

Before exiting the GUI, select the "Cancel" button. Do not save the settings.

Figure 20. Display results from selecting the "Set Graphics Method Attributes..." menu option.

Figure 21. "log10" display results.

Figure 22. "custom" display results.

Figure 23. "custom" display results with automatic generation of ranges and colors.

Figure 24. "linear" display results with "legend Labels" changes.

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